Give your children the Scholastic Advantage

Scholastic Software™

The Most Trusted Name in Learning

PRODUCT CATALOG

FALL/WINTER 1984–85

Scholastic Software™

The Most Trusted Name in Learning

You probably realize that the computer is only the first step. Now you need Scholastic Software to turn it into both a powerful and entertaining learning tool for your children.

Scholastic Software is the only software that comes with the Scholastic Advantage. This means software which uses your child's natural curiosity and love of adventure to make learning valuable skills fun. Software based on what your child is actually studying in school, which makes it relevant and practical. And software which is already being used successfully by millions of kids in schools around the country.

At **Scholastic,** we've put everything we've discovered about how youngsters learn into our new software line. It's the result of over 60 years' experience making learning both challenging and fun. In fact, you probably grew up reading Scholastic books and magazines in school. Nobody else knows kids like we do and it shows in our new family of products. That's the Scholastic Advantage.

FAMILY FUN SERIES

The whole family can team up with our series of strategy-filled fast-paced action programs. Scholastic Software's **Family Fun Series** brings today's families together with exciting, up-to-date software.

FUN SKILLS SERIES

Kids can be artists and authors, illustrators and inventors, managers and musicians. With programs from the **Fun Skills Series,** children start with simple concepts and progress to more and more complex ones.

ADVENTURE SERIES

Find out what it's like to get inside interactive fiction with Twistaplot adventures and mysteries. On every **Adventure Series** disk, we leave plenty of room for your child's imagination.

Scholastic Software™

Scholastic Software™

This coupon entitles you to a $5.00 refund on one of the 18 featured Scholastic Software programs, if you purchase before June 30, 1985. Just buy any one of the featured programs, fill out the reverse side of this coupon and send it with the warranty cards and dated cash register receipts from both of your Scholastic Software programs, and we'll send a $5.00 Bonus check to your home.

BONUS $5.00 COUPON

Good toward your next purchase of any one of 18 featured Scholastic Software programs!

$5.00 REFUND
Good toward these 18 featured programs:

Agent USA
Bannercatch
Quations
Math Man
Operation: Frog
Story Maker
Logic Builders
Story Tree
Turtle Tracks
Spelldiver
Mystery Sentences
Microzine, Nos. 1–7

NOT A STORE COUPON
REFUND BY MAIL ONLY

seize his flag before you are zapped by Max's Robot Raiders. Each time you win, part of Max's face is revealed. According to legend, no one has ever seen Max's mysterious face. You could be the first!

What's Learned: Devising strategic moves develops critical thinking and problem-solving skills. To thwart Max's plan of action, team players must work together to encode and decode binary numbers.

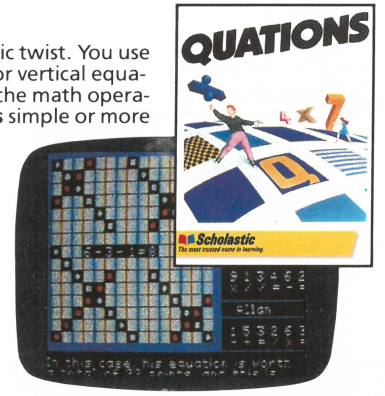
Apple® II Series, Atari® Series, C-64, IBM® PC/PCjr
By: Tom Snyder Productions, Inc.

QUATIONS™ Ages 7 to Adult

Quations is a familiar family game with a new electronic twist. You use number and math operation tiles to construct horizontal or vertical equations that intersect with those already on the board. Vary the math operations you use and the time limits you set to make **Quations** simple or more challenging.

What's Learned: **Quations** gives everyone practice in basic math skills. Constructing equations develops strategy and planning skills as well as an intuitive understanding of mathematical operations.

Apple® II Series
By: Edaptive Software from an original board game by Andy Mandell



Scholastic Software™

I own the following computer(s):

☐ Apple® II Series ☐ Atari® Series ☐ IBM® PC/PCjr
☐ Commodore 64™ ☐ Other_____

I have purchased these TWO Scholastic Software programs:

1._____ 2._____

I am enclosing the warranty cards* and cash register receipts from my purchase of these two programs.

Please send my $5.00 check to: (please print)

NAME _____ AGE _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

Not a store coupon. To redeem, send in envelope to:

$5.00 Bonus
Scholastic Software
730 Broadway Dept. CM
New York, N.Y. 10003

*Fill out warranty cards before sending them. We will forward them to the appropriate department after we send you your check.

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Scholastic Software™

FAMILY FUN SERIES

AGENT USA™ Ages 9 to Adult

The FuzzBomb threatens to turn the U.S. into a nation of FuzzBodies. Who can save the country? You can—by becoming *Agent USA,* a spy of superior intelligence. You cross the country by train looking for clues that will lead you to the FuzzBomb. Read maps and plan routes carefully—one wrong move and *Agent USA* will become just another FuzzBody.

What's Learned: Traveling with *Agent USA* teaches U.S. geography, critical thinking and practical math skills. Your child will use maps, time zone tables, and distance charts to plan a strategy that deactivates the FuzzBomb.

Apple® II Series, Atari® Series, C-64, IBM® PC/PCjr
By: Tom Snyder Productions, Inc.

BANNERCATCH™ Ages 9 to Adult

Max, Guardian of the Galactic Tollway and leader of the robots, challenges you to a game of **Bannercatch**—a 5-level team game of strategy and skill. You and a partner must guide your humanoids to Max's zone and seize his flag before you are zapped by Max's Robot Raiders. Each time you win, part of Max's face is revealed. According to legend, no one has ever seen Max's mysterious face. You could be the first!

What's Learned: Devising strategic moves develops critical thinking and problem-solving skills. To thwart Max's plan of action, team players must work together to encode and decode binary numbers.

Apple® II Series, Atari® Series, C-64, IBM® PC/PCjr
By: Tom Snyder Productions, Inc.

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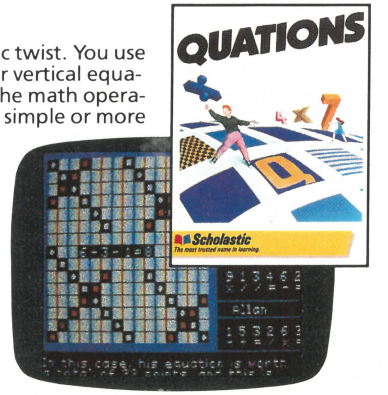

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Scholastic Software™

FUN SKILLS SERIES

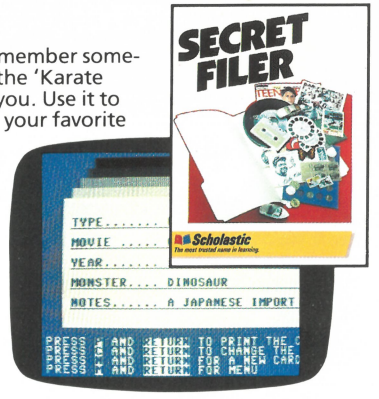
POSTER™ Ages 10 & up

Create zany and colorful posters with musical accompaniment! Using a special command language, you program the computer to draw in many different sizes and shapes. **Poster** lets you choose different colors and sounds and even title your creations. Combine a series of commands and watch the computer draw your poster.

What's Learned: **Poster** stretches your children's imaginations while introducing them to the fundamentals of computer programming. Using the command language requires concentration and problem-solving skills.

Apple® II Series, C-64, IBM® PC/PCjr
By: Information Technology Design Associates

SECRET FILER™ Ages 10 & up



Life sure is hectic these days. Everybody wants you to remember something. "How could you forget my birthday?" "Did you see the 'Karate Kid?'" **Secret Filer** keeps track of personal information for you. Use it to create electronic files of your best friends' phone numbers, your favorite computer programs or even baseball facts.

What's Learned: Children learn about electronic data base systems and how computers store information while having fun exploring their own files. **Secret Filer** encourages careful note-taking and helps develop a sense of order.

Apple® II Series, C-64, IBM® PC/PCjr
By: Information Technology Design Associates

MATH MAN™ Ages 6 & up

Math Man challenges young children just learning to add and adults eager to improve their math skills. Guide *Math Man,* an animated construction worker, up and down ladders on the screen and help him pick up numbers. Your job is to collect the correct numbers and perform arithmetic operations to meet the target number at the top of the computer screen.

What's Learned: Number matching to solve equations helps reinforce basic math skills as well as develop problem-solving skills.

Apple® II Series
By: Don Walton

OPERATION: FROG™ Ages 9 to Adult

Operation: Frog lets you perform a computer simulation of a real dissection. This groundbreaking program teaches you about biology as you explore a frog's organs. Get ready, select your instruments, and begin. But keep your eyes open—when the frog is put together properly, it comes back to life and jumps off the screen!

What's Learned: **Operation: Frog** introduces children to the fundamentals of biology and anatomy. The program encourages scientific thinking and reinforces knowledge acquired in a real dissection.

Apple® II Series
By: Interactive Picture Systems

STORY MAKER

a Fact & Fiction Tool Kit™ Ages 8 & up

Now kids can be authors and artists, and learn how to use a computer at the same time. **Story Maker** lets kids choose from 8 type styles and a gallery of creatures, characters, and scenes to make illustrated stories. Or they can draw straight from their own imaginations and print out their stories to share with the whole family.

What's Learned: Creating illustrated stories develops your children's imaginations, creativity and logical thinking. Writing with the computer teaches them the basics of word processing and computer graphics.

Apple® II Series

SPELLDIVER™ Ages 6 & up

Spelldiver is an underwater word adventure. You become a diver who explores the ocean floor to find and uncover giant words hidden by a strange seaweed called lettermoss. The more quickly you identify secret words, the higher your score. Pesky flipper-nippers and sharp-toothed sharks try to thwart your exploration. Divers can choose from thousands of words as simple as three-letter teasers or as challenging as ten-letter stumpers.

What's Learned: Piecing words together enhances children's word recognition and retention skills. Swimming through a word-filled ocean improves reading comprehension and helps build vocabulary and spelling skills.

Apple® II Series, Atari® Series, C-64, IBM® PC/PCjr
By: Tom Snyder Productions, Inc.

Scholastic Software™

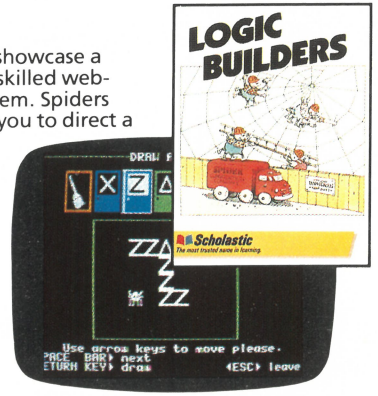
FUN SKILLS SERIES

LOGIC BUILDERS™ Ages 7 & up

Logic Builders features three different games that each showcase a construction team of five spiders. These bouncy spiders are skilled web-weavers, but it takes an equally skilled manager to direct them. Spiders carry shapes to their proper place but if they miss, it's up to you to direct a spider to the broom for clean-up duty.

What's Learned: The intricate design requirements of creating and matching spider webs provide practice in visual discrimination and pattern recognition. As children recall a web, they exercise memory and concentration skills.

Apple® II Series
By: Methods & Solutions



STORY TREE™ Ages 9 & up

Enthusiastic writers create their own mystery and adventure stories with **Story Tree.** The special Twistaplot feature allows writers to branch their tales at every turn of the plot. Are you ready to search the Kungleberry jungle for the Magic Marigold Mine? Or, would you like to find out how big Bigfoot's prints really are? With **Story Tree's** built-in word processor, you write and edit your own essays, poetry or adventure stories.

What's Learned: Story Tree encourages children to think creatively about reading and writing. Kids learn about word processing as they weave their personalized tales.

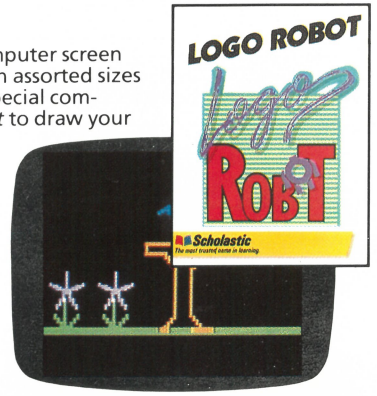
Apple® II Series
By: George Brackett

LOGO ROBOT™ Ages 9 & up

The blinking *Logo Robot* spins and paints across the computer screen drawing polka dot patterns and checkerboard squares, all in assorted sizes and colors. You teach *Logo Robot* procedures by giving it special commands such as Forward 10 and Repeat. Program *Logo Robot* to draw your picture and have an art show for the whole family.

What's Learned: Logo Robot introduces children to Logo —a powerful and creative programming language designed especially for kids. Logo teaches children the basics of computer programming and literacy, and reinforces deductive reasoning skills and basic logic.

Apple® II Series, C-64, IBM® PC/PCjr
By: Information Technology Design Associates

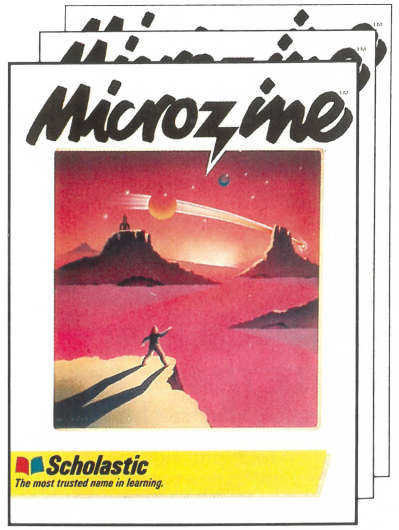


MICROZINE™ Nos. 1–8

Ages 9 & up

4 PROGRAMS IN EACH MICROZINE!

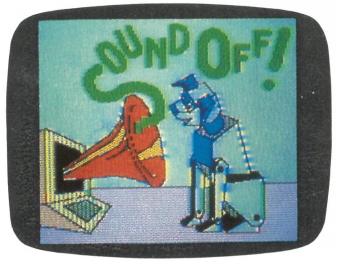
Microzine challenges your children's minds as it captures their imaginations. Each volume is an interactive learning library of stories, computer tools, and puzzles. Kids can talk to Microzine, play with it, and change it. Twistaplot adventures and mysteries let kids become the stars of their stories. They search haunted houses and visit prehistoric worlds as they weave through mazes of clues. Other programs in Microzine let kids paint designs and write songs as they learn about the computer. Each Microzine comes with different programs plus a 'What's Next' feature that tells you a little bit about the next volume of Microzine.



What's Learned in Microzine:

Children are introduced to a wealth of new learning opportunities with each Microzine. Once they've got the Microzine disk in the computer, they'll find themselves at the center of exciting programs that continually challenge them with surprising twists, unique characters, and logic puzzles. Reasoning and logic, creativity and problem-solving, and programming, reading, and spelling skills are all strengthened in each volume of Microzine.

Apple® II Series
By: Information Technology Design Associates



Featured in Microzine, No. 6

Featured in Microzine, No. 1

Scholastic Software™

FUN SKILLS SERIES

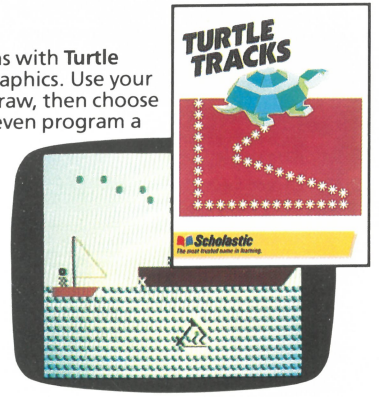
SQUARE PAIRS™ Ages 6 & up

Square Pairs is a matching game of memory and concentration. Choose two numbers from a set of squares on the computer screen to uncover hidden words. Your goal is to find the squares that match. A match can be any two things that go together, such as a horse and carriage or day and night. If the words don't match, they are re-covered. Choose again, and try to remember where the words are!

What's Learned: By matching words, numbers, and patterns, children exercise memory and concentration as well as develop reading and spelling skills.

Apple® II Series, Atari® Series, C-64, TI99/4A, VIC-20®
By: Glenn M. Kleiman of Teaching Tools Software, Inc.

TURTLE TRACKS™ Ages 9 & up



Learn about computer languages while creating designs with **Turtle Tracks,** a simple programming language that uses turtle graphics. Use your imagination to decide which shape or scene you want to draw, then choose your colors and let the turtle be your paintbrush. You can even program a musical accompaniment for the turtle to draw by.

What's Learned: By giving the turtle specific directions, children learn the basics of computer programming. As they write songs to accompany the turtle's movement, kids also learn the fundamentals of music.

Apple® II Series, Atari® Series, C-64, IBM® PC/PCjr, TI99/4A, VIC-20®
By: Thomas R. Smith

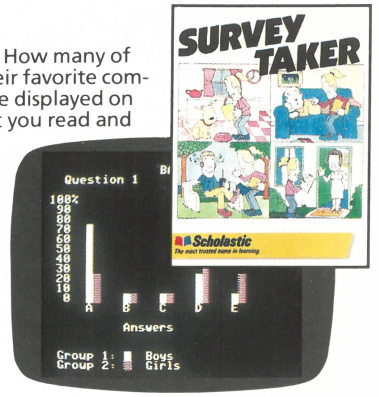
ELECTRONIC PARTY™ Ages 5 & up

Electronic Party makes every day a birthday! In *SURPRISE,* you run with Bertha the Bear through a maze. Catch up with a gift, unwrap it, and surprise! Inside each gift is something fun to do. In *MAKE A CARD,* you help Bertha pick up shapes and letters and she helps you create electronic greeting cards. Save them on cassette for just the right moment!

What's Learned: Making electronic greeting cards and painting shapes develops children's sense of design and planning while allowing them to explore their creativity and stretch their imaginations.

TI99/4A, VIC-20®
By: Information Technology Design Associates

SURVEY TAKER™ Ages 9 & up

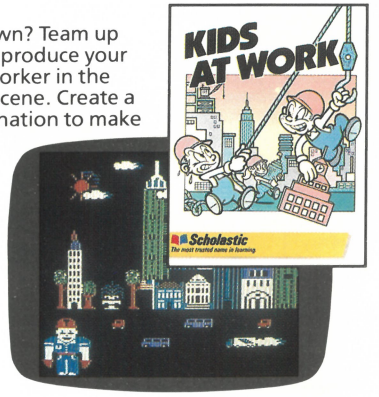


Survey Taker lets you make and take your own surveys. How many of your classmates like math better than spelling? What is their favorite computer program? Take a survey to find out! Survey results are displayed on both colorful bar graphs and on detailed table graphs that you read and analyze.

What's Learned: **Survey Taker** encourages children to think inquisitively and communicate effectively. Learning how to take surveys develops research and planning skills and teaches analysis of simple statistics.

Apple® II Series
By: Information Technology Design Associates

KIDS AT WORK™ 5 & up

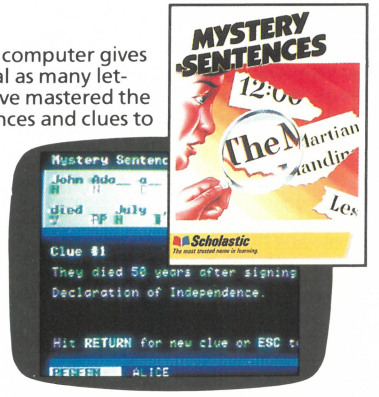


Have you ever wanted to design and build your own town? Team up with the *Construction Kids,* a pair of animated workers, to produce your own city and country scenes. Maneuver the construction worker in the hard helmet around objects and he'll help you build a city scene. Create a barnyard with the red-headed farm girl. Or use your imagination to make your own shapes and construct a look-alike of your neighborhood!

What's Learned: Retrieving objects and positioning them in a setting develops children's sense of design and balance while allowing them to explore their creativity and stretch their imaginations.

Apple® II Series
By: Information Technology Design Associates

MYSTERY SENTENCES™ Ages 8 & up



"We'll _____ that _____ when _____ come to it." The computer gives you clues as you try to uncover the mystery sentence. Reveal as many letters or words as you need to guess the sentence. Once you've mastered the computer's warehouse of sentences, write your own sentences and clues to challenge your family and friends.

What's Learned: When children team up with **Mystery Sentences** they become winners in the language game. Kids learn about sentence structure as they map out sentences and read clues. Several difficulty levels develop strategy and problem-solving skills.

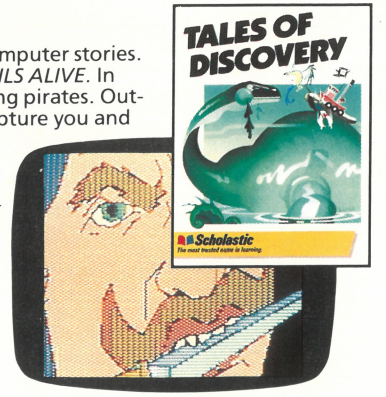
Apple® II Series

Scholastic Software™

ADVENTURE SERIES

TALES OF DISCOVERY™

2 Complete Programs! Ages 8 & up



Discovery Twistaplots cast you as the star of exciting computer stories. You'll travel to prehistoric times with Dyna Saurus in *FOSSILS ALIVE.* In *PIRATES OF THE SOFT SEAS,* you'll meet a band of conniving pirates. Outsmart them and find the software treasure before they capture you and your friend. Will you succeed? That depends on you. Your decision will tell the tale.

What's Learned: Twistaplot stories improve reading skills and help build vocabulary. Looking for special clues develops reading comprehension and critical thinking. By studying and creating flowcharts of the adventures, children learn planning and logic.

Apple® II Series, C-64, IBM® PC/PCjr
By: Information Technology Design Associates

TALES OF MYSTERY™

2 Complete Programs! Ages 8 & up

It's the middle of the night. You wake up. You're dripping with sweat. You just dreamed that your friend was in trouble at the old abandoned Belmore House. But something tells you it wasn't a dream. What will you do? Twistaplot stories let you choose. In *HAUNTED HOUSE* and *MYSTERY AT PINECREST MANOR* you become a master detective who uses special clues to solve baffling mysteries.

What's Learned: Mystery Twistaplots will fascinate your children with the art of story telling. Reading comprehension and critical thinking are developed as they weave imaginative tales of mystery.

Apple® II Series, C-64, IBM® PC/PCjr
By: Information Technology Design Associates

TALES OF ADVENTURE™

2 Complete Programs! Ages 8 & up

Have you ever been two inches tall? Probably not. But now you're going on *ADVENTURES IN THE MICROZONE,* a place inhabited by strange creatures and objects. Prepare yourself—getting big again is no small task. If you really have the instincts of an adventurer, then you're ready for the *NORTHWOODS ADVENTURE.* Hungry bears and sticky quicksand will keep you on your toes in the Northwoods.

What's Learned: As in all Adventure Series programs, weaving plots stretches kids' imaginations and improves reading comprehension. Your children will have hours of excitement unwinding these Adventure Twistaplots.

Apple® II Series, C-64, IBM® PC/PCjr
By: Information Technology Design Associates

CURRICULUM GUIDE

Scholastic Software™

ADVENTURE

TALES OF DISCOVERY™

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CURRICULUM GUIDE

	AGE RANGE	LEARNING OPPORTUNITIES: CREATIVITY	READING & WRITING	SOCIAL STUDIES	MATH	SCIENCE	PROBLEM SOLVING	COMPUTER LITERACY	HARDWARE COMPATIBILITY: APPLE II+, IIe, IIc	IBM PC, PCjr	C-64	ATARI	VIC-20	TI-99/4a
FUN SKILLS SERIES														
Electronic Party	5+	■	■					■					●	●
Kids at Work	5+	■	■						●	○	○			
Spelldiver	6+		■				■		●	●	●	●		
Square Pairs	6+		■				■		●		●	●	●	●
Math Man	7+				■				●	○				
Logic Builders	7+	■					■		●		●			
Mystery Sentences	8+		■						●	○	○			
Story Maker a Fact & Fiction Tool Kit	8+	■	■					■	●					
Turtle Tracks	9+	■			■		■	■	●	●	●	●	●	●
Logo Robot	9+	■			■		■	■	●	○	●			
Secret Journal	9+	■	■					■	●		○			
Secret Filer	9+						■	■	●	○	●			
Survey Taker	9+		■	■				■	●	○	○			
Story Tree	9+	■	■						●	●				
Microzine, No. 1	9+	■	■		■		■	■	●					
Microzine, No. 2	9+	■	■		■	■	■	■	●					
Microzine, No. 3	9+	■	■		■		■	■	●					
Microzine, No. 4	9+	■	■		■			■	●					
Microzine, No. 5	9+	■	■		■		■	■	●					
Microzine, No. 6	9+	■	■	■				■	●					
Microzine, No. 7	9+	■	■		■			■	●					
Operation: Frog	9 to adult					■	■		●		○			
Poster	10+	■						■	●	○	●			
ADVENTURE SERIES														
Tales of Adventure	8+		■						●	●	●			
Tales of Mystery	8+		■						●	●	●			
Tales of Discovery	8+		■						●	●	●			
FAMILY FUN SERIES														
Quations	7 to adult				■				●					
Agent USA	9 to adult			■	■		■		●	●	●	●		●
Bannercatch	9 to adult				■		■		●	●	●	●		

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○COMING SOON

Scholastic Inc.
730 Broadway
New York, NY 10003
(212) 505-3000

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